```cpp
/*
Display.cpp - A simple track GPS to SD card logger. Display module.
TinyTrackGPS v0.13

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rafael.reyes.carmona@gmail.com

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*/

#include "Display.h"

Display::Display(Display_Type t):_screen(t){
    _width = 16;
    _height = (_screen > 0) ? 2 : 8;
}

void Display::start(){
    #if defined(DISPLAY_TYPE_LCD_16X2)
        lcd = new LiquidCrystal(LCD_RS, LCD_ENABLE, LCD_D0, LCD_D1, LCD_D2, LCD_D3);
        lcd->begin(_width, _height);
    #elif defined(DISPLAY_TYPE_LCD_16X2_I2C)
        lcd = new LiquidCrystal_I2C(I2C,_width,_height);
        lcd->init();
        lcd->backlight();
    #endif

    #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
        // DEFINICION DE CARACTERES PERSONALIZADOS
        static byte alt[8] = { 0x04, 0x0E, 0x1F, 0x04, 0x04, 0x04, 0x04, 0x04 };
        static byte ant[8] = { 0x0E, 0x11, 0x15, 0x11, 0x04, 0x04, 0x0E, 0x00 };
        static byte sd[8] = { 0x0E, 0x11, 0x1F, 0x00, 0x00, 0x17, 0x15, 0x1D };
        static byte hourglass_0[8] = { 0x1F, 0x0E, 0x0E, 0x04, 0x04, 0x0A, 0x0A, 0x1F };
        static byte hourglass_1[8] = { 0x1F, 0x0A, 0x0E, 0x04, 0x04, 0x0A, 0x0A, 0x1F };
        static byte hourglass_2[8] = { 0x1F, 0x0A, 0x0E, 0x04, 0x04, 0x0A, 0x0E, 0x1F };
        static byte hourglass_3[8] = { 0x1F, 0x0A, 0x0A, 0x04, 0x04, 0x0A, 0x0E, 0x1F };
        static byte hourglass_4[8] = { 0x1F, 0x0A, 0x0A, 0x04, 0x04, 0x0E, 0x0E, 0x1F };
        lcd->createChar(0, hourglass_0);
        lcd->createChar(1, hourglass_1);
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55          lcd->createChar(2, hourglass_2);
56          lcd->createChar(3, hourglass_3);
57          lcd->createChar(4, hourglass_4);
58          lcd->createChar(5, alt);
59          lcd->createChar(6, ant);
60          lcd->createChar(7, sd);
61      #endif
62
63      #if defined(DISPLAY_TYPE_SDD1306_128X64)
64          u8x8_SSD1306 = new U8X8_SSD1306_128X64_NONAME_HW_I2C(U8X8_PIN_NONE, SCL,
    SDA);
65          u8x8_SSD1306->begin();
66          u8x8_SSD1306->setFont(u8x8_font_7x14B_1x2_r);
67      #endif
68
69      #if defined(DISPLAY_TYPE_SH1106_128X64)
70          u8x8_SH1106 = new U8X8_SH1106_128X64_NONAME_HW_I2C(U8X8_PIN_NONE, SCL, SDA);
71          u8x8_SH1106->begin();
72          u8x8_SH1106->setFont(u8x8_font_7x14B_1x2_r);
73      #endif
74
75      #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
76          display = new DisplaySSD1306_128x64_I2C(-1);
77          display->begin();
78          //display->setFixedFont(ssd1306xled_font8x16);
79          //display->setFixedFont(ssd1306xled_font6x8);
80          display->setFixedFont(TinyTrackGPS_font8x16);
81      #endif
82      this->clr();
83  }
84
85  void Display::clr(){
86      #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
87          lcd->clear();
88      #endif
89
90      #if defined(DISPLAY_TYPE_SDD1306_128X64)
91          u8x8_SSD1306->clear();
92      #endif
93
94      #if defined(DISPLAY_TYPE_SH1106_128X64)
95          u8x8_SH1106->clear();
96      #endif
97
98      #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
99          display->clear();
100     #endif
101 }
102
103 void Display::print(int vertical, int horizontal, const char text[]){
104     #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
105         lcd->setCursor(vertical, horizontal);
106         this->print(text);
107     #endif
108
109     #if defined(DISPLAY_TYPE_SDD1306_128X64)
110         //u8x8_SSD1306->drawString(vertical, (horizontal*2),text);
111         u8x8_SSD1306->setCursor(vertical, (horizontal*2));
112         this->print(text);
113     #endif
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114
115        #if defined(DISPLAY_TYPE_SH1106_128X64)
116            u8x8_SH1106->setCursor(vertical, (horizontal*2));
117            this->print(text);
118        #endif
119
120        #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
121            display->setTextCursor((vertical*8),(horizontal*16));
122            this->print(text);
123            //display->printFixed((vertical*8),(horizontal*16),text);
124        #endif
125 }
126
127 void Display::print(int line, const char text[]){
128        byte pos = _width -(strlen(text));
129        pos = (pos >> 1);
130        this->print((int)pos, line, text);
131 }
132
133 void Display::print(const char text[]){
134        #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
135            lcd->print(text);
136        #endif
137
138        #if defined(DISPLAY_TYPE_SDD1306_128X64)
139            u8x8_SSD1306->print(text);
140            u8x8_SSD1306->flush();
141        #endif
142
143        #if defined(DISPLAY_TYPE_SH1106_128X64)
144            u8x8_SH1106->print(text);
145            u8x8_SH1106->flush();
146        #endif
147
148        #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
149            display->write(text);
150        #endif
151 }
152
153 void Display::print(const char text1[], const char text2[]){
154        this->print((_screen > 0)?0:1, text1);
155        this->print((_screen > 0)?1:2, text2);
156 }
157
158 void Display::print(const char text1[], const char text2[], const char text3[]){
159        #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
160            this->print(text1, text2);
161            delay(750);
162            this->clr();
163            this->print(0,text3);
164        #endif
165
166        #if defined(DISPLAY_TYPE_SDD1306_128X64) ||
   defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx) || defined(DISPLAY_TYPE_SH1106_128X64)
167            this->print(0, text1);
168            this->print(1, text2);
169            this->print(2, text3);
170        #endif
171 }
172
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173 void Display::print(const char text1[], const char text2[], const char text3[],
      const char text4[]){
174     #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
175         this->print(text1,text2);
176         delay(750);
177         this->clr();
178         this->print(text3,text4);
179     #endif
180
181     #if defined(DISPLAY_TYPE_SDD1306_128X64) ||
      defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx) || defined(DISPLAY_TYPE_SH1106_128X64)
182         this->print(0, text1);
183         this->print(1, text2);
184         this->print(2, text3);
185         this->print(3, text4);
186     #endif
187 }
188
189 void Display::wait_anin(unsigned int t){
190     #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
191         lcd->setCursor(15,1);
192         lcd->write((byte)t%5);
193     #endif
194
195     #if defined(DISPLAY_TYPE_SDD1306_128X64)
196         const char p[4] = {(char)47,(char)45,(char)92,(char)124};
197         u8x8_SSD1306->setCursor((_width-1),6);
198         u8x8_SSD1306->print(p[t%4]);
199         /*
200         static uint8_t hourglass_UP[5][8] = {
      0x01,0x1f,0x7f,0xff,0xff,0x7f,0x1f,0x01,
201                                         0x01,0x1f,0x7d,0xf9,0xf9,0x7d,0x1f,0x01,
202                                         0x01,0x1f,0x79,0xf1,0xf1,0x79,0x1f,0x01,
203                                         0x01,0x1f,0x71,0xe1,0xe1,0x71,0x1f,0x01,
204                                         0x01,0x1f,0x61,0x81,0x81,0x61,0x1f,0x01
205                                         };
206
207         static uint8_t hourglass_DOWN[5][8] =
      {0x80,0xf8,0x86,0x81,0x81,0x86,0xf8,0x80,
208                                         0x80,0xf8,0xc6,0xe1,0xe1,0xc6,0xf8,0x80,
209                                         0x80,0xf8,0xe6,0xf1,0xf1,0xe6,0xf8,0x80,
210                                         0x80,0xf8,0xfe,0xf9,0xf9,0xfe,0xf8,0x80,
211                                         0x80,0xf8,0xfe,0xff,0xff,0xfe,0xf8,0x80
212                                         };
213         u8x8_SSD1306->drawTile((_width-1), 6, 1, hourglass_UP[t%5]);
214         u8x8_SSD1306->drawTile((_width-1), 7, 1, hourglass_DOWN[t%5]);
215         */
216     #endif
217
218     #if defined(DISPLAY_TYPE_SH1106_128X64)
219         const char p[4] = {(char)47,(char)45,(char)92,(char)124};
220         u8x8_SH1106->setCursor((_width-1),6);
221         u8x8_SH1106->print(p[t%4]);
222     #endif
223
224     #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
225         display->setTextCursor(0,48);
226         display->printChar((char)(t%3)+58);
227     #endif
228 }
```

```cpp
void Display::print_PChar(byte c) {
    #if defined(DISPLAY_TYPE_LCD_16X2) || defined(DISPLAY_TYPE_LCD_16X2_I2C)
        lcd->write((byte)c);
    #endif

    #if defined(DISPLAY_TYPE_SDD1306_128X64)
        static uint8_t PChar_UP[3][8] = { 0x30,0x38,0x3c,0xff,0xff,0x3c,0x38,0x30,
                                          0x3c,0x02,0x01,0xd9,0xd9,0x01,0x02,0x3c,
                                          0x78,0x7c,0x6e,0x66,0x66,0x6e,0x7c,0x78
                                        };
        static uint8_t PChar_DOWN[3][8] = { 0x00,0x00,0x00,0xff,0xff,0x00,0x00,0x00,
                                            0x00,0xc0,0xe0,0xff,0xff,0xe0,0xc0,0x00,
                                            0x7c,0xfc,0xc0,0xf8,0x7c,0x0c,0xfc,0xf8
                                          };
        if (c == 5) {
            u8x8_SSD1306->drawTile(9, 2, 1, PChar_UP[0]);
            u8x8_SSD1306->drawTile(9, 3, 1, PChar_DOWN[0]);
        }
        else if (c == 6) {
            u8x8_SSD1306->drawTile(11, 0, 1, PChar_UP[1]);
            u8x8_SSD1306->drawTile(11, 1, 1, PChar_DOWN[1]);
        }
        else if (c == 7) {
            u8x8_SSD1306->drawTile(15, 0, 1, PChar_UP[2]);
            u8x8_SSD1306->drawTile(15, 1, 1, PChar_DOWN[2]);
        }
    #endif

    #if defined(DISPLAY_TYPE_SH1106_128X64)
        static uint8_t PChar_UP[3][8] = { 0x30,0x38,0x3c,0xff,0xff,0x3c,0x38,0x30,
                                          0x3c,0x02,0x01,0xd9,0xd9,0x01,0x02,0x3c,
                                          0x78,0x7c,0x6e,0x66,0x66,0x6e,0x7c,0x78
                                        };
        static uint8_t PChar_DOWN[3][8] = { 0x00,0x00,0x00,0xff,0xff,0x00,0x00,0x00,
                                            0x00,0xc0,0xe0,0xff,0xff,0xe0,0xc0,0x00,
                                            0x7c,0xfc,0xc0,0xf8,0x7c,0x0c,0xfc,0xf8
                                          };
        if (c == 5) {
            u8x8_SH1106->drawTile(9, 2, 1, PChar_UP[0]);
            u8x8_SH1106->drawTile(9, 3, 1, PChar_DOWN[0]);
        }
        else if (c == 6) {
            u8x8_SH1106->drawTile(11, 0, 1, PChar_UP[1]);
            u8x8_SH1106->drawTile(11, 1, 1, PChar_DOWN[1]);
        }
        else if (c == 7) {
            u8x8_SH1106->drawTile(15, 0, 1, PChar_UP[2]);
            u8x8_SH1106->drawTile(15, 1, 1, PChar_DOWN[2]);
        }
    #endif

    #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
        display->print((char)(c+86));
    #endif
}

void Display::DrawLogo() {
    #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
        //display->drawBitmap1(48,24,32,32,Logo_32x32);
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289            //display->drawBitmap1(32,18,96,16,TinyTrackGPS_96x16);
290        this->print(4,0,VERSION);
291        this->print(6,1,"^_`a");
292        this->print(6,2,"bcde");
293    #endif
294 }
295
296 void Display::drawbattery(uint8_t level){
297    #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
298        uint8_t y = 60 - level;
299        NanoRect batt = { {122, y} , {125, 60} };
300        this->print(14, 2, ",=");
301        this->print(14, 3, "+>");
302        display->fillRect(batt);
303    #endif
304 }
305
306 #if defined(DISPLAY_TYPE_SDD1306_128X64_lcdgfx)
307 const PROGMEM uint8_t TinyTrackGPS_font8x16[] = {
308    0x00, // 0x00 means fixed font type - the only supported by the library
309    0x08, // 0x08 = 8 - font width in pixels
310    0x10, // 0x10 = 16 - font height in pixels
311    0x2b, // Start char. (43)
312    // Chars for 'Charge%' text on vertical.
313    0x00, 0x00, 0x62, 0x14, 0x74, 0x74, 0x00, 0x00, 0x34, 0x44, 0x44, 0x46, 0x45,
    0x35, 0x00, 0x00, // Code for char +
314    0x00, 0x64, 0x68, 0x10, 0x2c, 0x4c, 0x00, 0x00, 0x00, 0x00, 0x46, 0xee, 0xa8,
    0x6e, 0x20, 0xc0, // Code for char ,
315    // Chars numbers and signs.
316    0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x01, 0x01, 0x01, 0x01,
    0x01, 0x01, 0x01, // - 45
317    0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x30, 0x30, 0x00, 0x00,
    0x00, 0x00, 0x00, // . 46
318    0x40, 0x40, 0x40, 0x40, 0x40, 0x40, 0x40, 0x00, 0x04, 0x04, 0x04, 0x04, 0x04,
    0x04, 0x04, 0x00, // '/'->'=' 47
319    0x00, 0xE0, 0x10, 0x08, 0x08, 0x10, 0xE0, 0x00, 0x00, 0x0F, 0x10, 0x20, 0x20,
    0x10, 0x0F, 0x00, // 0 48
320    0x00, 0x10, 0x10, 0xF8, 0x00, 0x00, 0x00, 0x00, 0x00, 0x20, 0x20, 0x3F, 0x20,
    0x20, 0x00, 0x00, // 1 49
321    0x00, 0x70, 0x08, 0x08, 0x08, 0x88, 0x70, 0x00, 0x00, 0x30, 0x28, 0x24, 0x22,
    0x21, 0x30, 0x00, // 2 50
322    0x00, 0x30, 0x08, 0x88, 0x88, 0x48, 0x30, 0x00, 0x00, 0x18, 0x20, 0x20, 0x20,
    0x11, 0x0E, 0x00, // 3 51
323    0x00, 0x00, 0xC0, 0x20, 0x10, 0xF8, 0x00, 0x00, 0x00, 0x07, 0x04, 0x24, 0x24,
    0x3F, 0x24, 0x00, // 4 52
324    0x00, 0xF8, 0x08, 0x88, 0x88, 0x08, 0x08, 0x00, 0x00, 0x19, 0x21, 0x20, 0x20,
    0x11, 0x0E, 0x00, // 5 53
325    0x00, 0xE0, 0x10, 0x88, 0x88, 0x18, 0x00, 0x00, 0x00, 0x0F, 0x11, 0x20, 0x20,
    0x11, 0x0E, 0x00, // 6 54
326    0x00, 0x38, 0x08, 0x08, 0xC8, 0x38, 0x08, 0x00, 0x00, 0x00, 0x00, 0x3F, 0x00,
    0x00, 0x00, 0x00, // 7 55
327    0x00, 0x70, 0x88, 0x08, 0x08, 0x88, 0x70, 0x00, 0x00, 0x1C, 0x22, 0x21, 0x21,
    0x22, 0x1C, 0x00, // 8 56
328    0x00, 0xE0, 0x10, 0x08, 0x08, 0x10, 0xE0, 0x00, 0x00, 0x00, 0x31, 0x22, 0x22,
    0x11, 0x0F, 0x00, // 9 57
329    // Chars for wait animation.
330    0x01, 0x1f, 0x7f, 0xff, 0xff, 0x7f, 0x1f, 0x01, 0x80, 0xf8, 0x86, 0x81, 0x81,
    0x86, 0xf8, 0x80, // ':'->wait1 58
331    0x01, 0x1f, 0x79, 0xf1, 0xf1, 0x79, 0x1f, 0x01, 0x80, 0xf8, 0xe6, 0xf1, 0xf1,
    0xe6, 0xf8, 0x80, // ';'->wait2 59
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    0x01, 0x1f, 0x61, 0x81, 0x81, 0x61, 0x1f, 0x01, 0x80, 0xf8, 0xfe, 0xff, 0xff,
0xfe, 0xf8, 0x80, // '<'->wait3 60
    // Chars for battery icon.
    0xfc, 0x02, 0x03, 0x03, 0x03, 0x03, 0x02, 0xfc, 0xff, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0xff, // Code for char =
    0xff, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0xff, 0x7f, 0x40, 0x40, 0x40, 0x40,
0x40, 0x40, 0x7f, // Code for char >
    // Chars for display space (' ') and 'm' char.
    0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00, 0x00,
0x00, 0x00, 0x00, // ? ->' ' 63
    0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x00, 0x20, 0x3F, 0x20, 0x00, 0x3F,
0x20, 0x00, 0x3F, // @ ->'m' 64
    // Letters chars for UTM Zone.
    0x00, 0x00, 0xC0, 0x38, 0xE0, 0x00, 0x00, 0x00, 0x20, 0x3C, 0x23, 0x02, 0x02,
0x27, 0x38, 0x20, // A 33
    0x08, 0xF8, 0x88, 0x88, 0x88, 0x70, 0x00, 0x00, 0x20, 0x3F, 0x20, 0x20, 0x20,
0x11, 0x0E, 0x00, // B 34
    0xC0, 0x30, 0x08, 0x08, 0x08, 0x08, 0x38, 0x00, 0x07, 0x18, 0x20, 0x20, 0x20,
0x10, 0x08, 0x00, // C 35
    0x08, 0xF8, 0x08, 0x08, 0x08, 0x10, 0xE0, 0x00, 0x20, 0x3F, 0x20, 0x20, 0x20,
0x10, 0x0F, 0x00, // D 36
    0x08, 0xF8, 0x88, 0x88, 0xE8, 0x08, 0x10, 0x00, 0x20, 0x3F, 0x20, 0x20, 0x23,
0x20, 0x18, 0x00, // E 37
    0x08, 0xF8, 0x88, 0x88, 0xE8, 0x08, 0x10, 0x00, 0x20, 0x3F, 0x20, 0x00, 0x03,
0x00, 0x00, 0x00, // F 38
    0xC0, 0x30, 0x08, 0x08, 0x08, 0x38, 0x00, 0x00, 0x07, 0x18, 0x20, 0x20, 0x22,
0x1E, 0x02, 0x00, // G 39
    0x08, 0xF8, 0x08, 0x00, 0x00, 0x08, 0xF8, 0x08, 0x20, 0x3F, 0x21, 0x01, 0x01,
0x21, 0x3F, 0x20, // H 40
    0x00, 0x08, 0x08, 0xF8, 0x08, 0x08, 0x00, 0x00, 0x00, 0x20, 0x20, 0x3F, 0x20,
0x20, 0x00, 0x00, // I 41
    0x00, 0x00, 0x08, 0x08, 0xF8, 0x08, 0x08, 0x00, 0xC0, 0x80, 0x80, 0x80, 0x7F,
0x00, 0x00, 0x00, // J 42
    0x08, 0xF8, 0x88, 0xC0, 0x28, 0x18, 0x08, 0x00, 0x20, 0x3F, 0x20, 0x01, 0x26,
0x38, 0x20, 0x00, // K 43
    0x08, 0xF8, 0x08, 0x00, 0x00, 0x00, 0x00, 0x00, 0x20, 0x3F, 0x20, 0x20, 0x20,
0x20, 0x30, 0x00, // L 44
    0x08, 0xF8, 0xF8, 0x00, 0xF8, 0xF8, 0x08, 0x00, 0x20, 0x3F, 0x00, 0x3F, 0x00,
0x3F, 0x20, 0x00, // M 45
    0x08, 0xF8, 0x30, 0xC0, 0x00, 0x08, 0xF8, 0x08, 0x20, 0x3F, 0x20, 0x00, 0x07,
0x18, 0x3F, 0x00, // N 46
    0xE0, 0x10, 0x08, 0x08, 0x08, 0x10, 0xE0, 0x00, 0x0F, 0x10, 0x20, 0x20, 0x20,
0x10, 0x0F, 0x00, // O 47
    0x08, 0xF8, 0x08, 0x08, 0x08, 0x08, 0xF0, 0x00, 0x20, 0x3F, 0x21, 0x01, 0x01,
0x01, 0x00, 0x00, // P 48
    0xE0, 0x10, 0x08, 0x08, 0x08, 0x10, 0xE0, 0x00, 0x0F, 0x18, 0x24, 0x24, 0x38,
0x50, 0x4F, 0x00, // Q 49
    0x08, 0xF8, 0x88, 0x88, 0x88, 0x88, 0x70, 0x00, 0x20, 0x3F, 0x20, 0x00, 0x03,
0x0C, 0x30, 0x20, // R 50
    0x00, 0x70, 0x88, 0x08, 0x08, 0x08, 0x38, 0x00, 0x00, 0x38, 0x20, 0x21, 0x21,
0x22, 0x1C, 0x00, // S 51
    0x18, 0x08, 0x08, 0xF8, 0x08, 0x08, 0x18, 0x00, 0x00, 0x00, 0x20, 0x3F, 0x20,
0x00, 0x00, 0x00, // T 52
    0x08, 0xF8, 0x08, 0x00, 0x00, 0x08, 0xF8, 0x08, 0x00, 0x1F, 0x20, 0x20, 0x20,
0x20, 0x1F, 0x00, // U 53
    0x08, 0x78, 0x88, 0x00, 0x00, 0xC8, 0x38, 0x08, 0x00, 0x00, 0x07, 0x38, 0x0E,
0x01, 0x00, 0x00, // V 54
    0xF8, 0x08, 0x00, 0xF8, 0x00, 0x08, 0xF8, 0x00, 0x03, 0x3C, 0x07, 0x00, 0x07,
0x3C, 0x03, 0x00, // W 55
```

```
       0x08, 0x18, 0x68, 0x80, 0x80, 0x68, 0x18, 0x08, 0x20, 0x30, 0x2C, 0x03, 0x03,
   0x2C, 0x30, 0x20, // X 56
       0x08, 0x38, 0xC8, 0x00, 0xC8, 0x38, 0x08, 0x00, 0x00, 0x00, 0x20, 0x3F, 0x20,
   0x00, 0x00, 0x00, // Y 57
       0x10, 0x08, 0x08, 0x08, 0xC8, 0x38, 0x08, 0x00, 0x20, 0x38, 0x26, 0x21, 0x20,
   0x20, 0x18, 0x00, // Z 58
       // Personalized simbols for display info.
       0x30, 0x38, 0x3c, 0xff, 0xff, 0x3c, 0x38, 0x30, 0x00, 0x00, 0x00, 0xff, 0xff,
   0x00, 0x00, 0x00, // '['->altitud 91
       0x3c, 0x02, 0x01, 0xd9, 0xd9, 0x01, 0x02, 0x3c, 0x00, 0xc0, 0xe0, 0xff, 0xff,
   0xe0, 0xc0, 0x00, // '\'->antena 92
       0x78, 0x7c, 0x6e, 0x66, 0x66, 0x6e, 0x7c, 0x78, 0x7c, 0xfc, 0xc0, 0xf8, 0x7c,
   0x0c, 0xfc, 0xf8, // ']'->sd 93
       // Chars as logo. Up 'abcd' down 'efgh'.
       0x00, 0x00, 0x80, 0xC0, 0x60, 0x10, 0x98, 0x4C, 0xF0, 0x1E, 0x03, 0xF0, 0x0C,
   0x03, 0x81, 0x00, // char 94
       0x64, 0x26, 0x12, 0x12, 0x0B, 0x09, 0x09, 0x49, 0x00, 0x00, 0x00, 0x00, 0x80,
   0xC0, 0x60, 0xB0, // char 95
       0x49, 0x09, 0x09, 0x0B, 0x12, 0x12, 0x26, 0x64, 0x10, 0x18, 0x08, 0xC4, 0x64,
   0x1E, 0x07, 0x03, // char 96
       0x48, 0x98, 0x10, 0x60, 0xC0, 0x00, 0x00, 0x00, 0x00, 0x81, 0x03, 0x0C, 0xF0,
   0x03, 0x1E, 0xF0, // char 97
       0x0F, 0x78, 0xC0, 0x0F, 0x30, 0xC0, 0x81, 0x00, 0x00, 0x00, 0x01, 0x03, 0x06,
   0x08, 0x19, 0x32, // char 98
       0xC0, 0xE0, 0x78, 0x26, 0x23, 0x10, 0x18, 0x08, 0x26, 0x64, 0x48, 0x48, 0xD0,
   0x90, 0x90, 0x92, // char 99
       0x0D, 0x06, 0x03, 0x01, 0x00, 0x00, 0x00, 0x00, 0x92, 0x90, 0x90, 0xD0, 0x48,
   0x48, 0x64, 0x26, // char 100
       0x00, 0x81, 0xC0, 0x30, 0x0F, 0xC0, 0x78, 0x0F, 0x32, 0x19, 0x08, 0x06, 0x03,
   0x01, 0x00, 0x00, // char 101

};
#endif
```